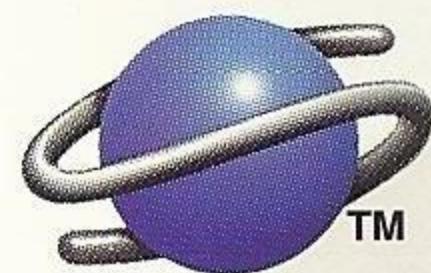


SEGA™



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FOR PLAY ON THE SEGA SATURN™ SYSTEM.

T-12517H



CONTENT RATED BY
ESRB

**WARNING: READ BEFORE USING YOUR
SEGA VIDEO GAME SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.



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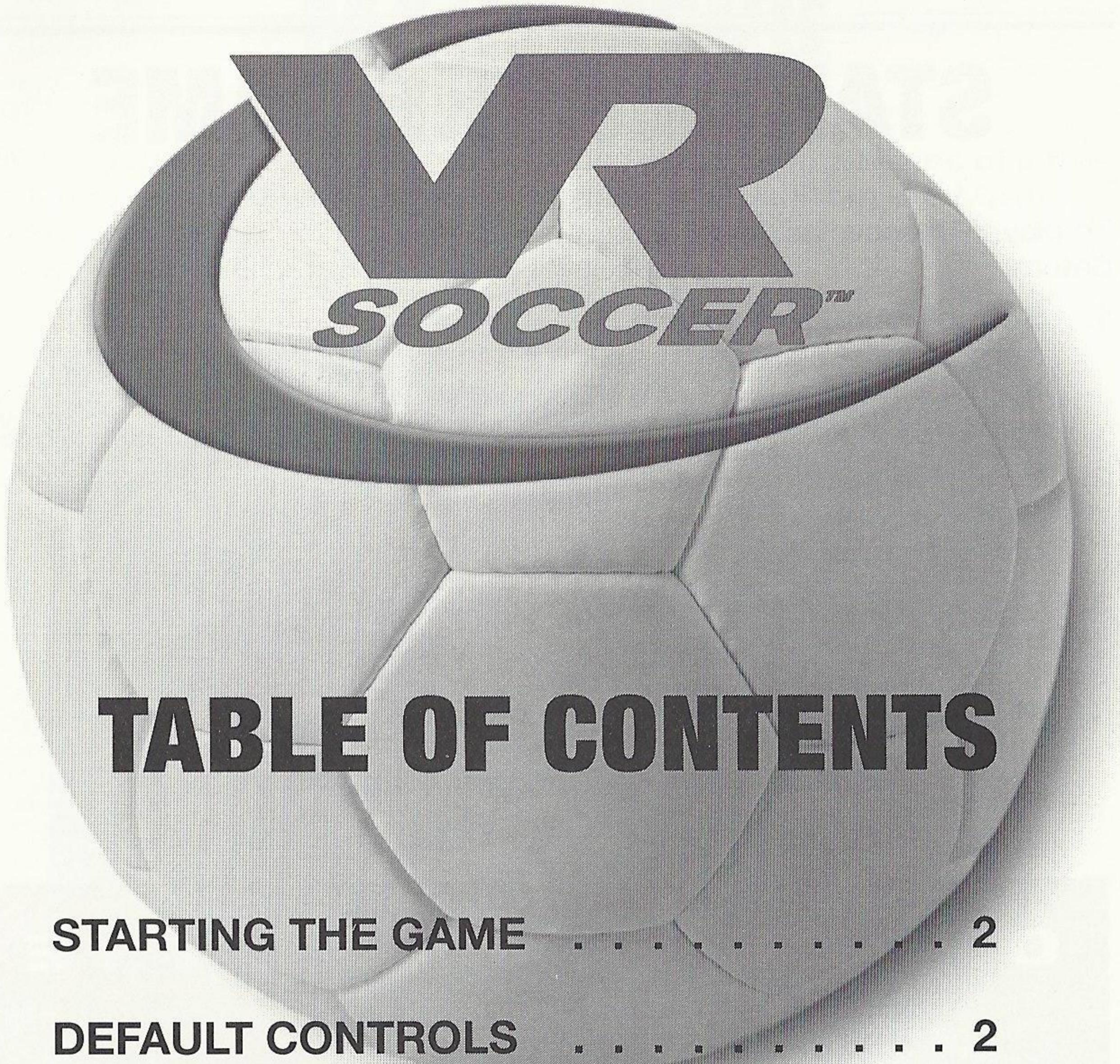


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STARTING THE GAME

To play VR Soccer on your Sega Saturn:

1. Set up your Sega Saturn in accordance with the instruction manual supplied with the system.
2. Insert the VR Soccer CD-ROM into the CD-ROM Drive of the Saturn.
3. Close the CD-ROM Drive and turn on power on the Saturn.



DEFAULT CONTROLS

OFFENSE		DEFENSE	
BUTTON	ACTION	BUTTON	ACTION
A	Shoot	A	Slide Tackle
B	Pass	B	Steal
C	Not Used	C	Speed Burst
X	Not Used	X	Not Used
Y	Change Player	Y	Change Player
Z	Not Used	Z	Not Used
R	Next Camera	R	Next Camera
L	Last Camera	L	Last Camera

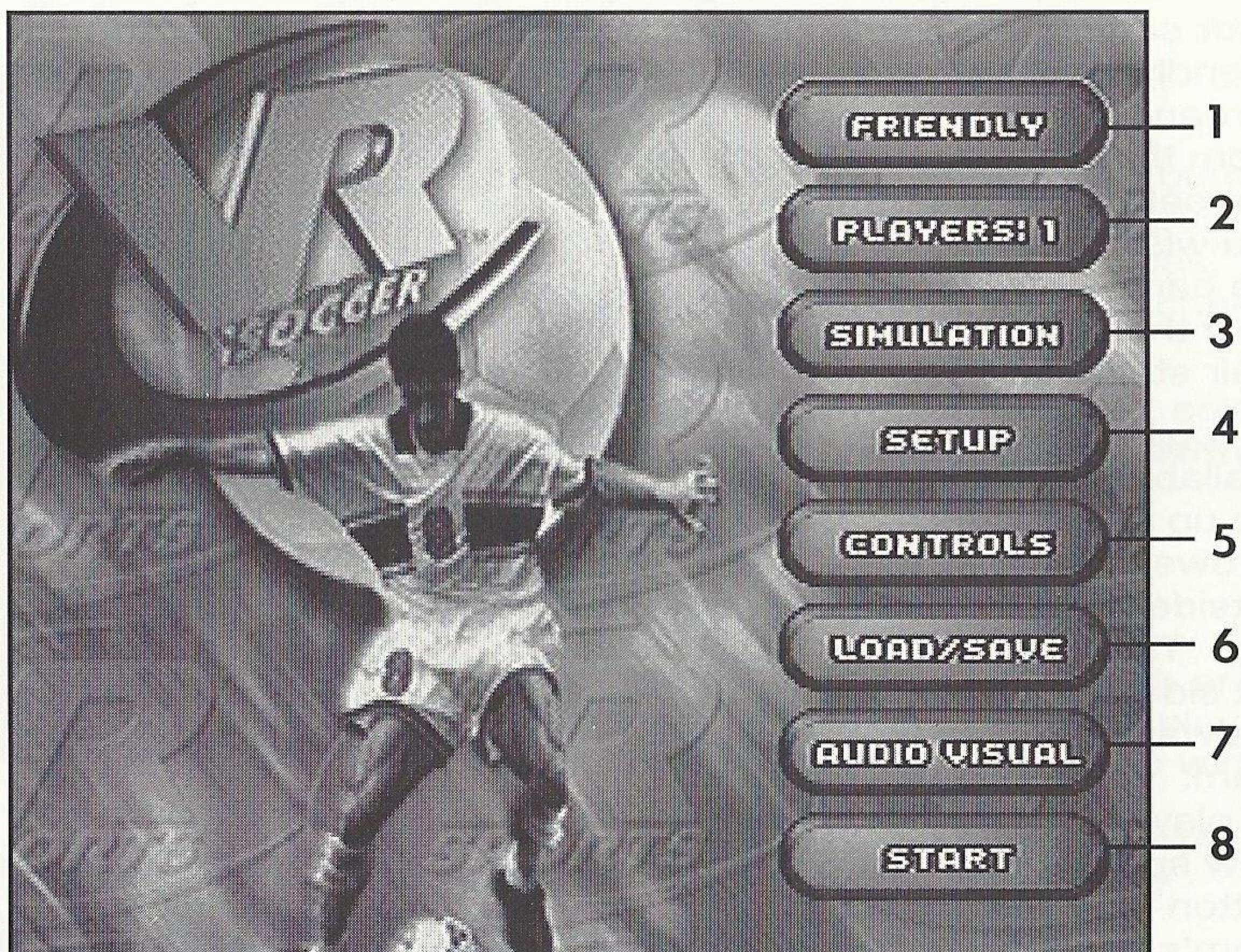
S T A R T

Brings up the In Match Menu Options where you can watch replays, change formation, make substitutions, or quit to the Main Menu.



MAIN MENU

When you run VR Soccer, you will be led through a series of introductory screens which end at the Main Menu. From the Main Menu you setup your game mode, the number of players, and everything else to customize VR Soccer.



1. Game Type	5. Controls
2. Number of Players	6. Load/Save
3. Game Style	7. Audio Visual
4. Setup	8. Start



Game Type

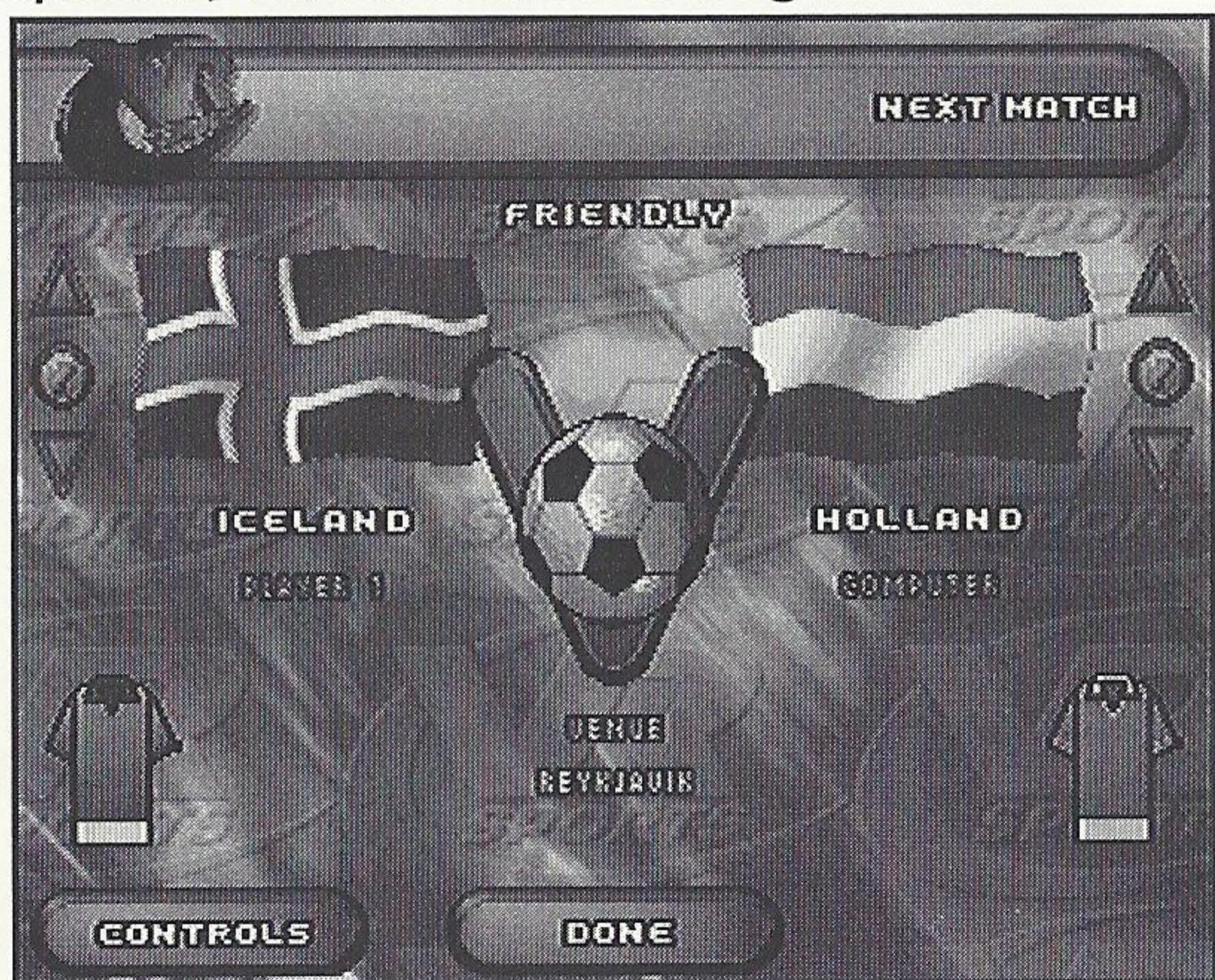
This button toggles through the different types of games available in VR Soccer. Game types available are:

Friendly Game

The is a normal exhibition game played between any of the two teams in VR Soccer.

After setting up all your options, select **Start** to begin. The Friendly Next Match screen will come up. From this screen you can select the teams you wish to play in the game as well as view the squads and their statistics.

To toggle through the available teams, use the up and down arrows located at the outside edge of each flag. The team on the left side of the screen is always the home team. The game will be played at their stadium and they will always get the kick-off. To view specific information on the team, select the **Question Mark** button near the team's flag.



PLAYER STATS AND FORMATION

Selecting the Question Mark will bring up the Squad Selection screen. On this screen you will find a list of the 22 players on your team as well as the formation they will start the game in. To change player's positions in the line-up highlight the first player and push **A**, then highlight the second player and push **C**.



If you wish to view a players individual stats, highlight the player and push **C**.

Each player has a set of personal stats marked out from one hundred percent. If a player has over 80% in any of the skills, this will be noted by a small icon next to his name in the Squad Selection screen.

Listed here are the stats that are important to each type of player.

Goalie: Vision, Pace, Control, Accuracy, and Discipline

Defender: Power, Discipline, Pace, Flair, Stamina

Mid-Fielder: Control, Flair, Vision, Pace, Accuracy

Attacker: Flair, Power, Accuracy, Pace, Control

To change your team's formation, highlight the **Formation** button in the bottom left corner of the Squad Selection screen and push **A** or **C**; continue pushing **A** or **C** to see all your available choices. The Formation Map gives you a visual representation of the chosen formation.

Once you are happy with your squad and formation choices, select **Done** to return to the Friendly Next Match screen. Select **Done** to start the match.

League Game

The league is broken up into three Groups: A, B, and C which are seeded according to the skill levels of the teams. In league play you will play every other team in your Group in an attempt to win the league or get promoted to the next higher Group. Just remember that losing has consequences as well, and if your team is unsuccessful, you could end up being relegated to a lower Group.

Select **League** on the Game Type button on the Main Menu and then select **Start** to begin the competition. The Player 1 Select Team screen will be presented; from this screen you select which team you wish to play. When you have finished selecting your team, select **Done**. If you have selected more than one player, the next player's Select Team screen will come up. the next player can choose to either play on a different team or the same team as Player 1. You'll notice that a small soccerball with a number on it appears below a team's name when another player has selected it. All the players can play on the same team, or they can play against each other and the computer.

Before the match, you will be presented with a League Next Match screen from which you can set up you Controls, save and load games, or set up your squad. Select **Done** to begin the match. After each match you'll be taken to the League Tables. From this screen you can see your current position in your Group as well as the League Tables for the other Groups.



The League Tables list the teams in the Group down the right side of the screen according to their performance in the Group. Across the screen to the left are the teams statistics from League play. The abbreviations are as follows:

Pd: Number of games played

W: Wins

D: Draws

L: Losses

F: Goals for

A: Goals against

Pt: League points

GD: Goal differential

League points are determined by adding together three points for each win and one point for each draw. This provides a ranking for the teams, and the teams with the highest League Points will win their Group and be promoted while those with the lowest points may be relegated.

Select **Done** to move to the Results Round-Up screen. This screen displays the results of all the matches played.

Select **Done** to move on to the next match. At the end of the season the End of Season screen will be presented. This screen gives all the information with regard to promotions and relegations around the league.

Select **New Season** to start up the next year.

	G	W	D	L	F	A	Pt	GD
ROMANIA	1	1	0	0	3	0	3	+3
BRAZIL	1	1	0	0	2	0	3	+2
HOLLAND	1	1	0	0	2	0	3	+2
SWEDEN	1	1	0	0	1	0	3	+1
DENMARK	0	0	0	0	0	0	0	0
SUISSE/ERLAND	0	0	0	0	0	0	0	0
ARGENTINA	0	0	0	0	0	0	0	0
NORWAY	0	0	0	0	0	0	0	0
REPUBLIC OF IRELAND	0	0	0	0	0	0	0	0
HIGERIA	0	0	0	0	0	0	0	0
ITALY	1	0	0	1	0	1	1	-1
GERMANY	1	0	0	1	0	2	0	-2
SPAIN	1	0	0	1	0	2	0	-2
EGYPT	1	0	0	1	0	3	0	-3

GROUP B

DONE

GROUP C

RESULTS ROUND-UP			
COLOMBIA	0	0	ENGLAND
GERMANY	0	2	HOLLAND
S. KOREA	5	0	URUGUAY
FRANCE	0	0	PORTUGAL
USA	0	0	GERMANY
SUISSE/ERLAND	0	0	NORWAY
CHINA	1	0	FINLAND
ZAMBIA	1	2	EGYPT

DONE



PLAYING IN SIMULATION MODE

When you play League competition in Simulation Mode, you get to see which teams are playing each other and the results of the matches one by one as well as the effects of each match in the league tables. This allows you not only to see what you're coming up against, but who is scoring all the goals on your competitors teams.

Cup

This is a single elimination tournament; if you lose just one game, you're out. The tournament can be customized according to number of teams, and which teams are included in the competition.

To set up your own Cup, make sure **Cup** is selected on the Game Type button in the Main Menu. Then go to the Setup menu and select **Cup** in the lower right corner of the Setup screen. This will bring up a screen with four jerseys on it. You can choose to have 4, 8, 16, or 32 teams in your tournament. When you have selected the number of teams you want, choose **Next** in the lower left corner to enter the Participating Teams screen.

On this screen you will select which teams you want to play in the tournament. Notice when you enter this screen that VR Soccer has already selected the teams for your tournament. If you wish to play with the teams that are already selected, select **Done**. If you wish to change the teams in the tournament, you must first remove teams from the list.

To add or remove a team, highlight them and push **A**. When you have finished changing the teams in the tournament, select **Done** to return to the Main Menu. Select **Start** to begin competition.

After you click **Start**, the Team Selection screen will come up allowing you to choose which team you want to play in the tournament. Select the team you want and select **Done** to see the match-ups. As with the other play modes, the last screen before a game is the Next Match screen.



If you win your game, you'll move on to the next round, but if you lose, you're out. The computer will display the results of the current round, and then proceed with the tournament.

PLAYING IN SIMULATION MODE

When you play Cup in Simulation Mode, you get to see which teams are playing each other and the results of the matches one by one. This allows you not only to see what you're coming up against, but who is scoring all the goals on your competitors teams.

Practice

If you need a little work on your game, here's the perfect option for you. When you first descend on the field you may notice something strange, the only player on the other team is the goalie. That's right, the pitch is all yours to practice your passing, first timers, crossing the ball, even some disguised passes and headers. You only get one half to play during Practice mode, so you may want to increase the game length in the Match Setup Menu to take full advantage of this game type.

Number of Players

This button allows you to choose the number of players in the game. Simply highlight this button and push **A** or **C** to toggle.

Game Style

There are two different Game Style settings, Arcade and Simulation.

ARCADE

Select Arcade mode if you want the overall stats of the team to weigh more heavily than the stats of individual players. This makes picking the players for your squad less important and gets you straight into the game. This selection also speeds up League and Cup games by skipping the individual Next Match and Results screens.

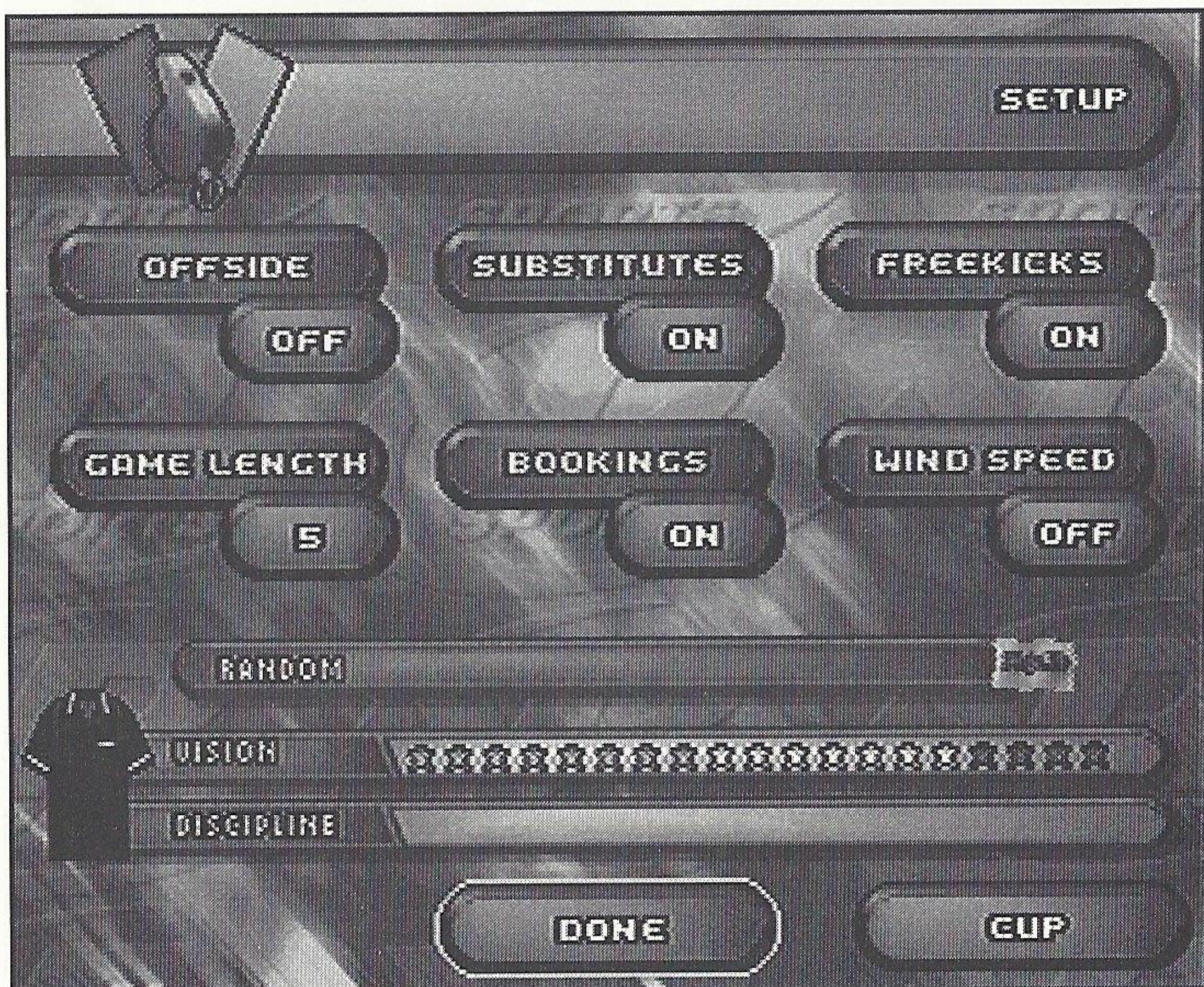
SIMULATION

This mode uses the individual stats of the players, so who you pick to start on your team makes a difference. This puts a much larger emphasis on formation, player selection, and tactics than Arcade mode does.



Set-Up

Been getting a few too many bookings? Tired of offsides? Then turn them off. The Match Set-Up menu allows you to change a variety of setting for the game. Just select the **Setup** button from the Main Menu to enter the Match Set-Up screen.



Offsides: on/off

Substitutions: on/off

Freekicks: on/off

Game Length: 5/10/20/40/90 minutes per game

Bookings: on/off

Wind Speed: low/medium/high/off

Lastly, you can highlight the referee's jersey on the bottom left of the screen and push **A** or **C** to toggle through the different referees. Each referee has two abilities, Vision and Discipline. Vision determines how many different fouls and violations the referee actually sees; Discipline determines how consistently the referee calls these infractions. The default setting for your referee is Random, which will pick one of the referees for you. Note that you cannot change the referee for League or Cup competition.



Controls



This screen allows you to change the default configuration of your Sega Controller. Select the correct player number and then highlight the **Type** button in the bottom right corner of the screen. Push **A** or **C** to toggle through the available choices.

Player Switching

VR Soccer gives you an option with player control. If you want to manually switch between players on your team, use Manual Player Selection. If you would rather the computer automatically switched you to the closest player to the ball, choose Automatic Player Selection.

MANUAL SELECTION

If you choose manual selection, you usually have to switch to the closest player to the ball by pushing a button on the controller.



AUTOMATIC SELECTION

Automatic selection will save you the trouble of telling the computer when to change players by having the computer do it for you. The change player button will still change players. This can be very helpful on offense because the computer can predict and switch to the other players very quickly, but on defense you may not always agree with the computer on the player you wish to control.

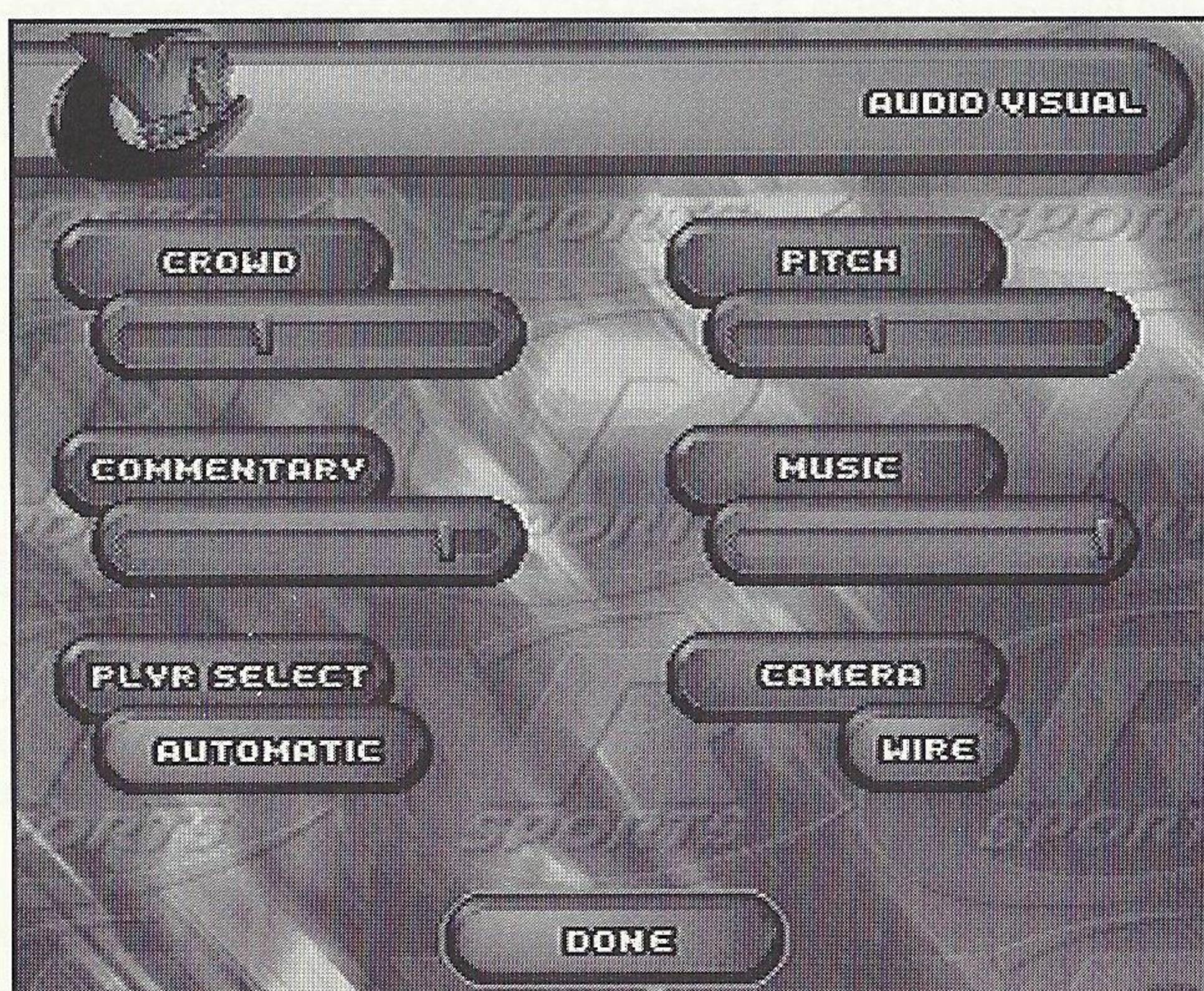
Load/Save

After every League and Cup match you will be given an opportunity to save your progress or load an old saved game. Just select the **Memory** button on screens where it is available.

To save a game to a slot, first select the **Slot Title** box to name your saved game. You will be able to edit the name of the saved game. When you are finished changing the Slot Title, choose the slot where you wish to save the game. Then choose **Save** in the lower right corner of the screen.

To load a game, select the game you wish to load and click the **Load** button in the bottom left corner of the screen.

Audio Visual



This menu will allow you to adjust the volumes of the different types of sounds in the game. Move the highlight to the appropriate slider and push right and left to increase and decrease.

Crowd: This slider affects the crowd noise.

Pitch: The affects the volume of the sound effects on the pitch.

Commentary: The in-game commentary is adjusted with this slider.

Music: This adjusts the volume of the music in the front end menus.

Start

After you have made any changes, selected your **Game Type**, how many players, and everything else, you're ready to hit the pitch. Select **Start** to move on to the match.

THE GAME

Highlights

When you are playing the game, the player you are currently controlling will have a colored highlight underneath his feet. This highlight will take on different shapes as you play the game to indicate situations your player is in and what you should do to get the best reaction.

CIRCLE

Indicates a currently controlled player that is not in possession of the ball.

STAR

The player is not in possession of the ball, but is in a good position to perform a first time touch. Pushing **Shoot** (without selecting a direction) at any time this star is flashing will cause your man to automatically run onto the ball and attempt to first time it. Once you have pushed **Shoot**, the star will become solid and the computer will take control of the player until the player has either performed the first timer or lost possession to another player.



Pushing Pass in this situation will cause the player to attempt a trap on the ball. Once you have mastered the first time touch, your players will try to trap the ball with all parts of their bodies as well as perform headers, bicycle kicks, diving headers and other feats.

TRIANGLE

The triangle indicates that the currently controlled player has control of the ball. If the triangle begins to flash, the player is within shooting range of the opponents goal.

SQUARE

The player is in possession of the ball and is in a position to square or cross the ball. To perform these maneuvers, keep running your player up the wing and press **Pass**. Your player will attempt to chip the ball into the box; if one of your teammates is in the direction the winger is facing, he will attempt to pass to that teammate instead. Keep in mind that your player can only perform a cross in a forward direction.

PASSING AND SHOOTING TECHNIQUES

There are many different ways the players can pass and hit the ball; listed here are all the different moves available.

D-Pad:	Direction on the controller
B:	Pass button (Default)
A:	Shoot button (Default)

Normal Pass: **B** D-Pad and **Pass**

Normal Shot: **A** D-Pad and **Shoot**

First Time Shot: When the highlight at the player's feet is a flashing star, push **Shoot** without using the D-Pad.

Trap: When the highlight at the player's feet is a flashing star, push **Pass** with the controller centered.



Disguised Pass: Hold both buttons. Select a direction and release **Pass**. The player will kick the pass in the direction selected without turning.

Chip Shot: Hold both buttons and then release **Shoot** to chip the ball in the direction your player is facing. The power of the shot is determined by the period of time the buttons are held.

Dummy Pass: Push **Pass** with the controller centered, then select a direction and release **Pass**.

High Pass: Hold both buttons and release **Pass** to make a high pass to a teammate's head.

Power Pass: Hold **Pass**. The length of time you hold the button will determine the strength of the pass.

Power Shot: Hold **Shoot**. The longer you hold the button, the more powerful the shot will be.

Many of these different maneuvers are very difficult to pull off when playing against opponents. Try using practice mode to get the hang of them first.

Shot and Pass Control: Aftertouch

You can curve the path of the ball by adding aftertouch. Aftertouch is achieved by soccer players by putting spin on the ball, but you can do it by moving the controller immediately after kicking the ball.

Move left or right after the kick to curve the path of the ball in those directions. Push forward to keep the ball low to the ground and pull back to loft the ball. The more quickly you move the controller after the kick, the more drastic the effects of aftertouch will be.

Ball out of Play

If the ball goes out of bounds there are a number of different types of plays that result depending on the situation and who caused the ball to leave play.



GOAL KICKS

If the ball is hit by your opponent out of bounds over the line on your goal's end, you will receive a goal kick. Use your controller to position your goalie and use any of the moves listed in Passing and Shooting Techniques to put the ball back into play.

THROW INS

When one team sends the ball out of bounds along the side of the field, the opposing team receives a throw in. All throw ins are taken from the touch line and the player taking the throw in is automatically selected. For a throw in to a teammate, aim in the direction and use **Pass**. For a long throw in to no particular player, aim in the direction and press **Shoot**. If you combine either of these throw in moves with a pull back on the controller, you'll get a long or high throw in depending on the situation.

FREE KICKS

These are given after poor or flagrant fouls. The player is automatically selected and you can use any of the moves listed in Passing and Shooting Techniques.

CORNERS

The player is automatically selected for corner kicks which are taken from the quarter circle in the corner of the field which the ball went out on. Use any of the moves listed in Passing and Shooting Techniques to put the ball back into play.

PENALTIES

The player is automatically selected. These require some timing, but any of the shooting moves listed under Passing and Shooting Techniques will work in this situation.

BOOKINGS

If the referee witnesses a foul which he feels is flagrant, it's more than likely the offending player will get a booking. A yellow card is considered a warning and will not remove the player from the game. If the foul is extremely poor or dangerous to the opposing player, or if the player has been warned before, the offending player may receive a red card. A red card removes the player from the game and that player may not be replaced by a substitution.



IN-MATCH MENU FUNCTIONS

Press **Start** to access the in-match function menu. The funtions available are:

Replay

The replay function automatically records the last several seconds of the action, so if you've just scored an amazing goal you can watch it over and over again.

Substitutions

This will bring up the Substitution menu. Toggle through your players to select the one you wish to send off. Then select the player you wish to bring on and select **Substitute**. You must wait for a dead ball situation before your substitute can be brought on, and a small jersey with the letter 'S' on it will appear next to your clubs name if you are waiting to bring a sub on. As soon as a dead ball situation occurs your player will be substituted.

Formation

This option allows you to change the team's formation. Formations are described using 3 numbers such as 4-3-3. These numbers indicate the number of defenders-midfielders-attackers, respectively.

Cameras

VR Soccer allows you to move the camera to any position you like. You can switch between cameras, raise and lower them, and zoom in and out on the fly.



CREDITS

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TONY HOWE, CARL BILBY



CUSTOMER SUPPORT

If you have any questions about this, or any other VR Sports product, you can reach our Customer Service/Technical Support Group at:

VR Sports
16815 Von Karman Ave
Irvine, CA 92606

Customer Service is available 24 hours a day through our Automated Customer Service system, with a Customer Service representative available during normal business hours at (714) 955-9592.

Please have your system information available, or better yet, try to be at your Saturn. The more detailed information you can provide our support personnel, the better service we can provide you.

Internet: You can reach VR Sports by sending Internet E-mail to "support@vrsports.com". Many VR Sports demos and patches are available at Internet FTP sites. To visit our World Wide Web site, point your browser to: "http://www.vrsports.com" or you may ftp to ftp.vrsports.com.

**Check out the entire VR Sports line-up
from Soccer and Golf to Baseball, Pool
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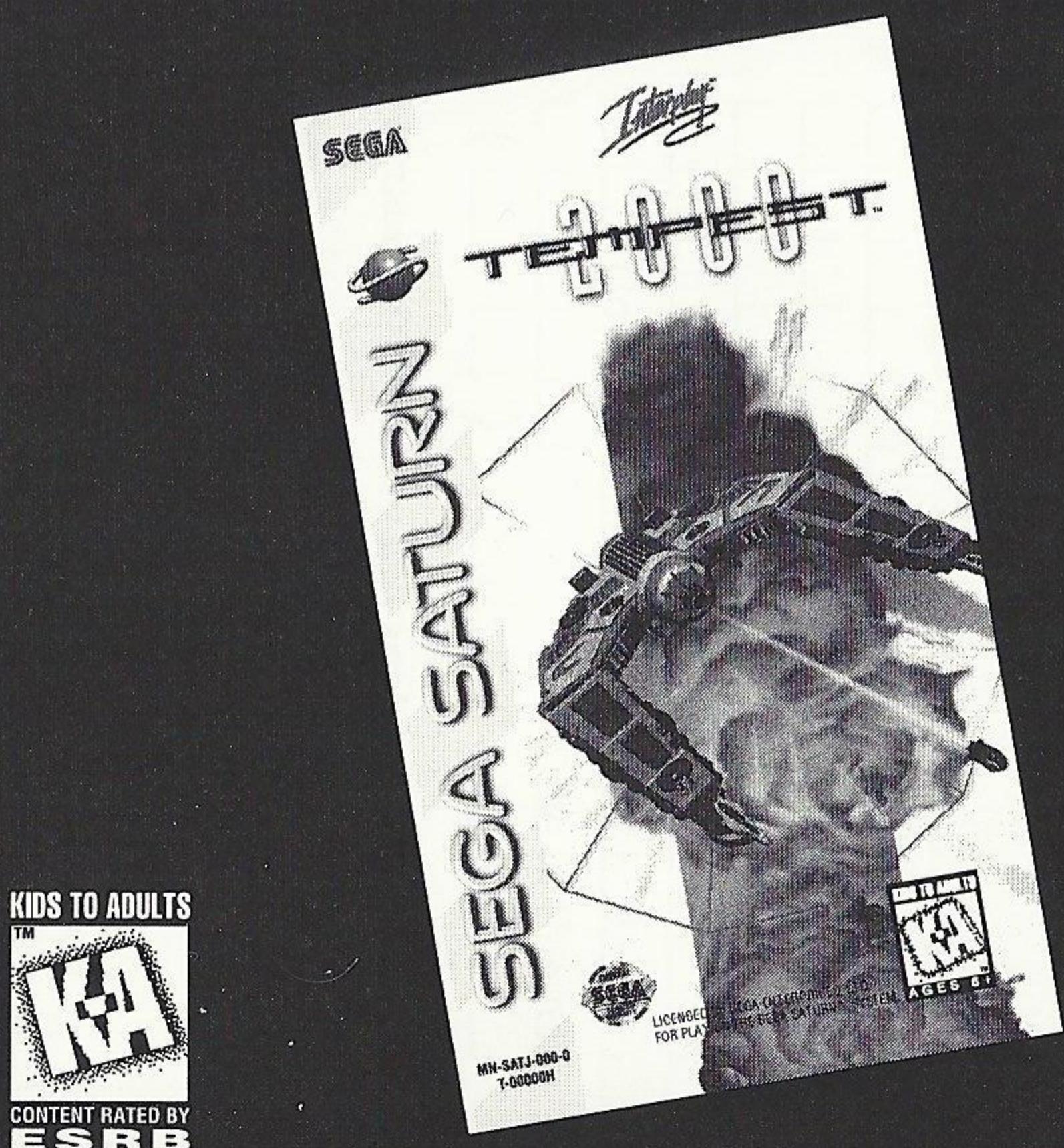
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TEMPEST

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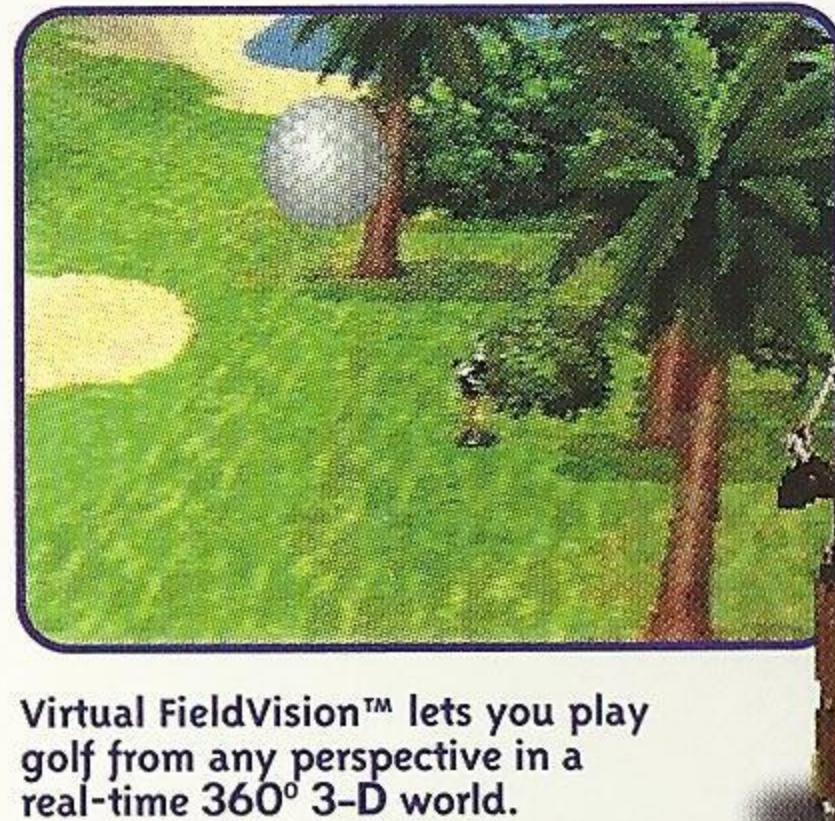
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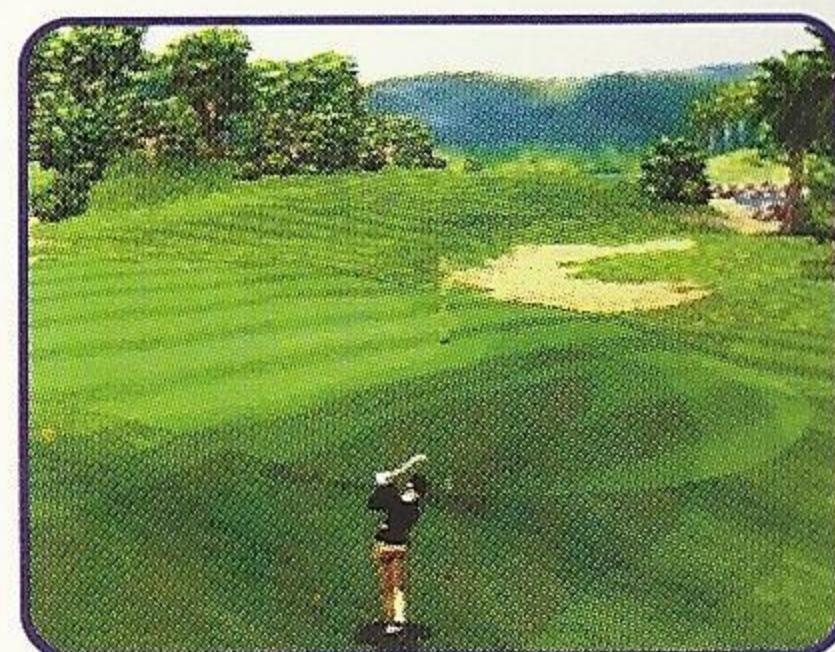


**Patents: U.S. Nos. 5,371,792/4,442,486/4,454,594/4,462,076 Europe Nos. 80244;
Canada Nos. 1,183,276/1,082,351; Hong Kong No. 88-4302; Germany No. 2,609,826;
Singapore No. 88-155; U.K. No. 1,535,999; France No. 1,607,029; Japan No. 1,632,396**

ARE YOU READY FOR MORE?

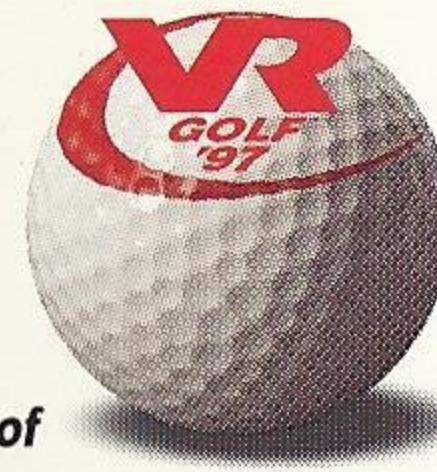


Virtual FieldVision™ lets you play golf from any perspective in a real-time 360° 3-D world.



Real-time player movement and control combined with electronically captured moves from golf pros provides more realistic gameplay.

VR Golf™ '97



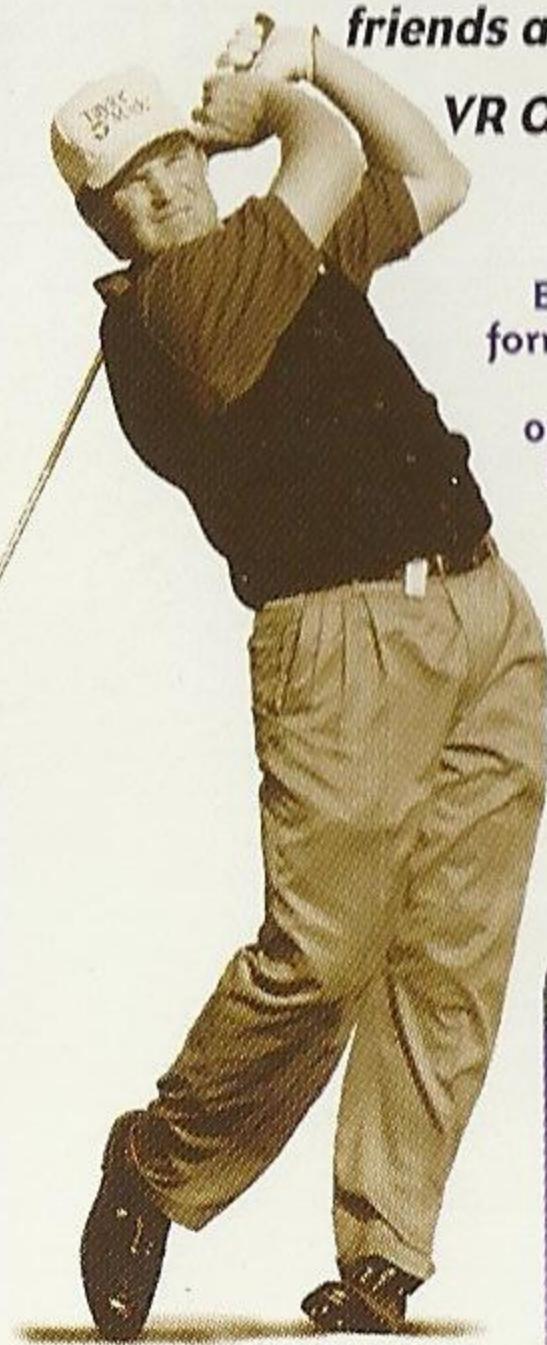
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"My favorite console golf game of all time."

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you play any lie on the course from any perspective. It's interactive technology that doesn't just look better, it plays better. Plus, the fast course set-up between shots means there's no waiting on this course. So gauge your distance, select your club, pick your direction and park a 300-yard drive down the middle of the fairway. Play amateur and professional tours or play up to three of your friends at the same time.

VR Golf '97. The Difference Is Real.



Easy play format with simple on-screen interface.



PRODUCT FEATURES:

- Virtual FieldVision™
- Fast course set-up between shots
- Interactive Motion Capture
- Realistic 3-D polygon figures and courses
- Easy play format with on-screen interface for fades, draws and other vital shot tactics
- Amateur and professional tours
- Fully customized golfers
- Customized club selection
- Save/Load game option
- Multiplayer option
- Shot tracking
- Instant replay from any camera angle
- Mulligans
- 3 live commentary options with Pat O'Brien and Peter Alliss

VR SPORTS TIP

Check out the entire VR Sports line-up from Soccer and Golf to Baseball, Pool and more at
<http://www.vrsports.com>



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